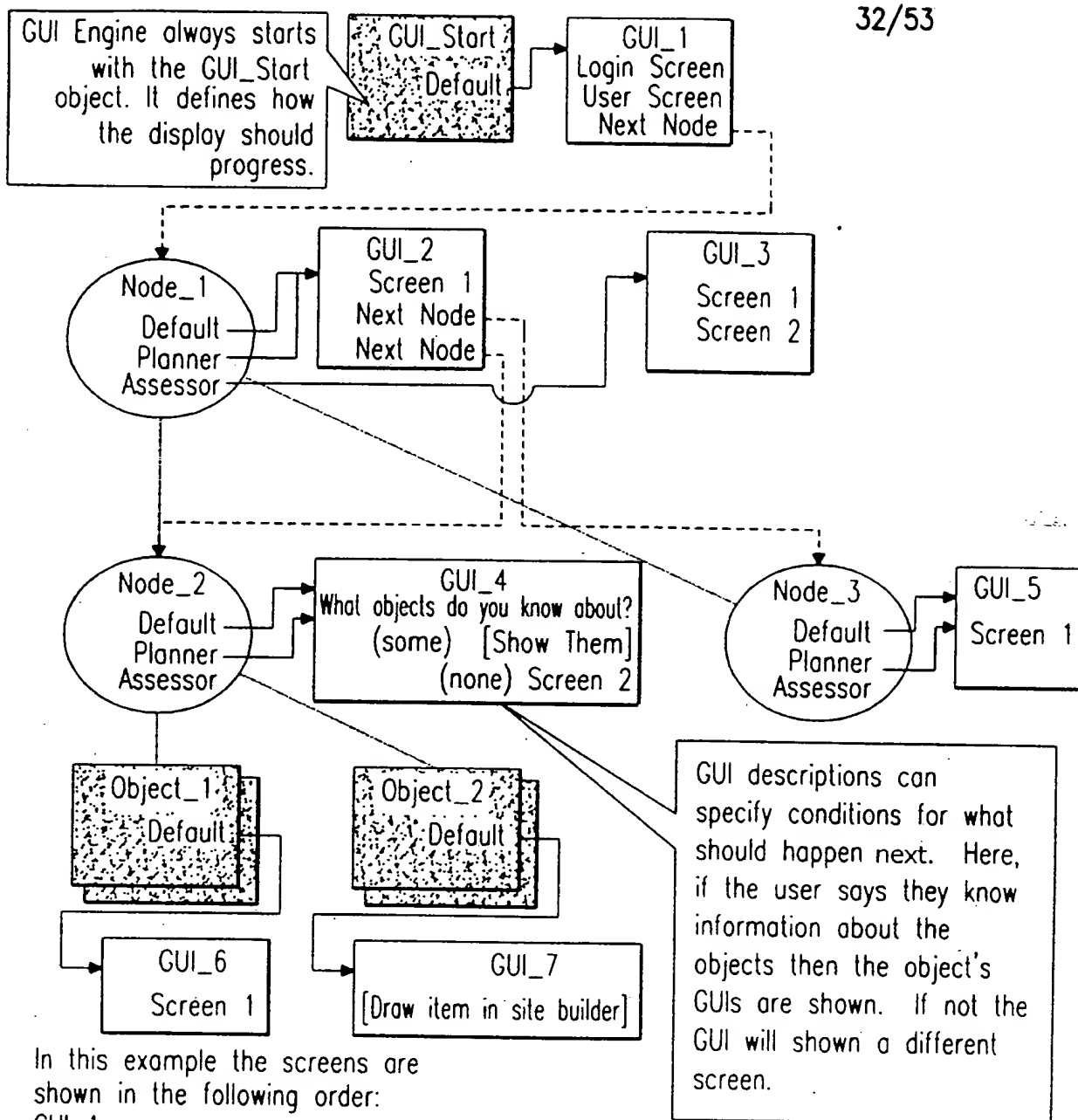


32/53



In this example the screens are shown in the following order:

GUI_1
GUI_2 *
GUI_5 **
GUI_4
GUI_6 ***
GUI_7
Site Builder ****

* Assuming the user is a planner

** GUI_2 specifies Node_3 comes before Node_2

*** GUI_4 does not specify where to go next, so the engine moves down the tree to find relationships.

**** GUI_7 specifies to use the Site Builder to define the object

Legend

- Node in the Node Tree
- GUI description object
- ▣ Object in the Data Model
- Node Tree relationship
- Pointer to a GUI Description
- > Pointer back to a node

FIG.32

53/53

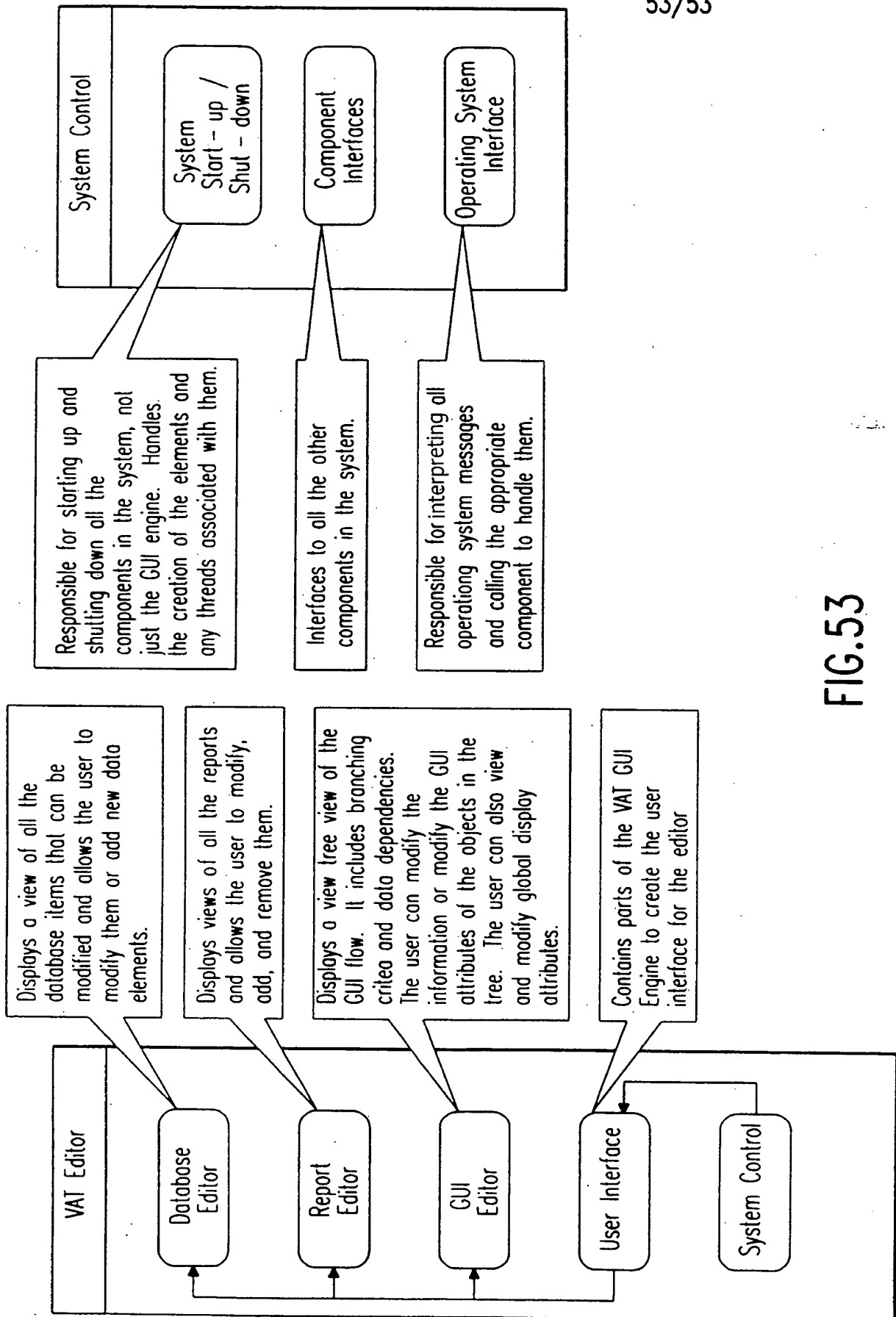


FIG.53